

PREVIEW ENGINE **SDRAM** CCD BURST MODE MODULE CCD **COMPRESSION SDRAM** CONTROLLER CONTROLLER NTSC/PAL **DSP** ENCODER DSP SUBSYSTEM **ARM** IMAGE BUFFERS **USB MEMORY** CORE

FIC 2

**VLC** 

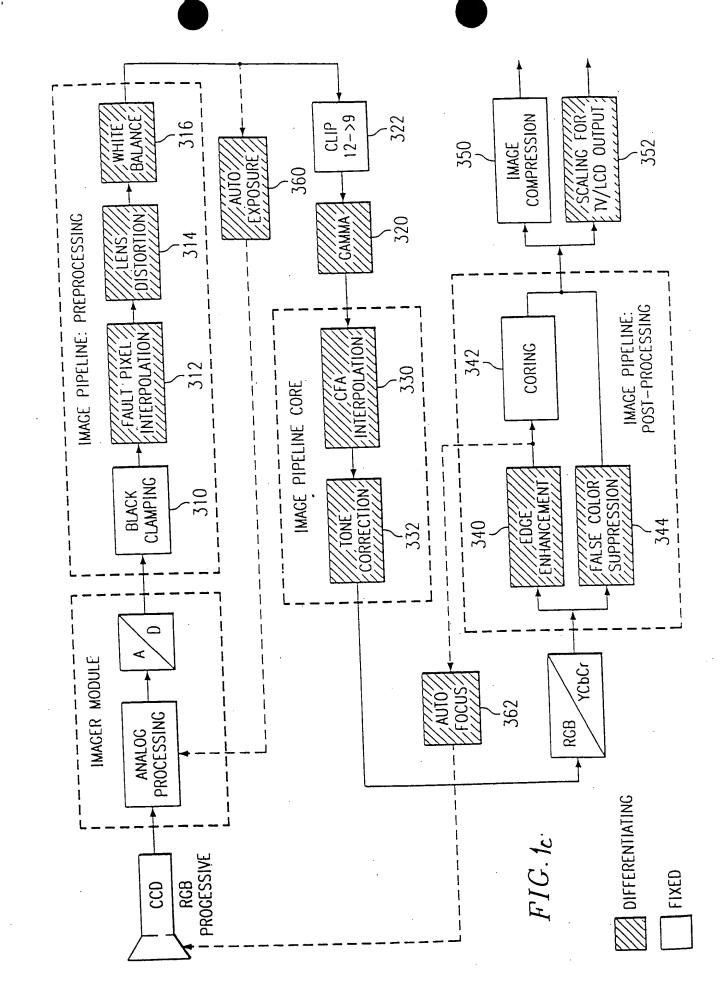
**Maging** 

EXtension (iMX)

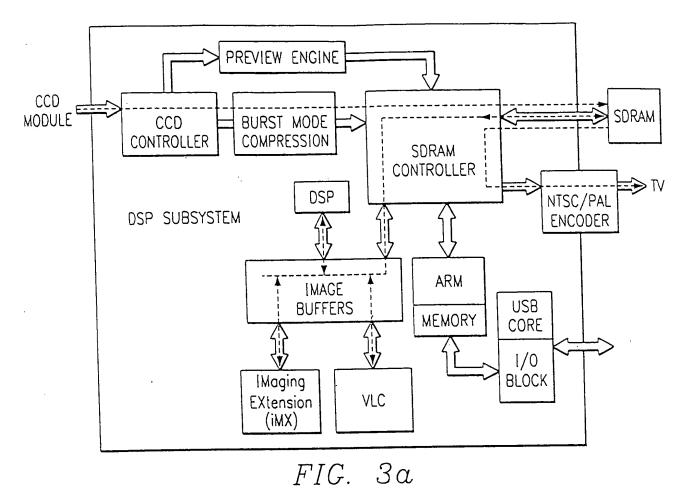
1/0

**BLOCK** 

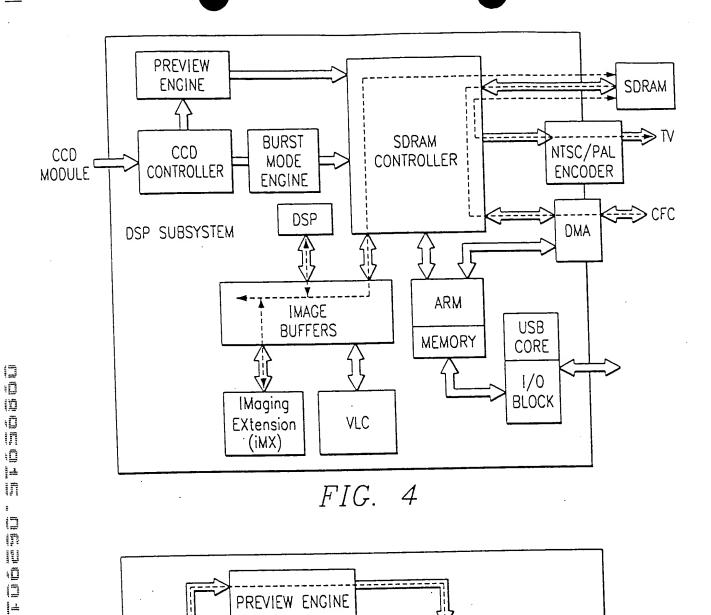
neegrat nesori

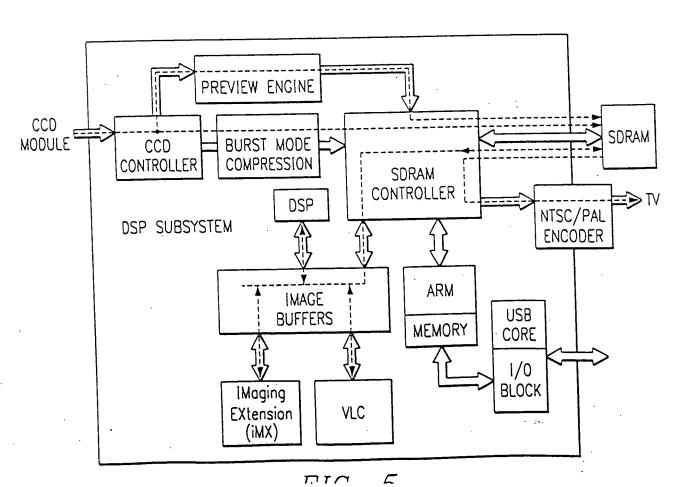


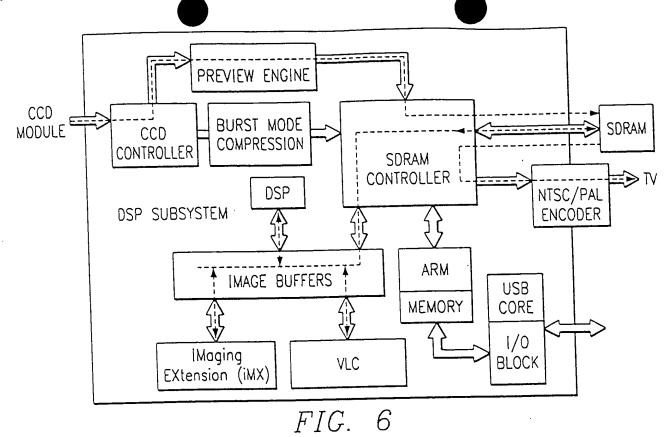
ngedele descit



47.8 cyc/pxl =12230 cyc/16x16 pxl-<del>--</del> A **SDRAMC** B-B A -- A A --- A **OSP**  $B \rightarrow B$  $A \rightarrow A$ iMX**VLC** IMX USES BUFFER B IMX USES BUFFER A VLC, SDRAMC, DSP USE BUFFER B VLC, SDRAMC, DSP USE BUFFER A FIG. 3b







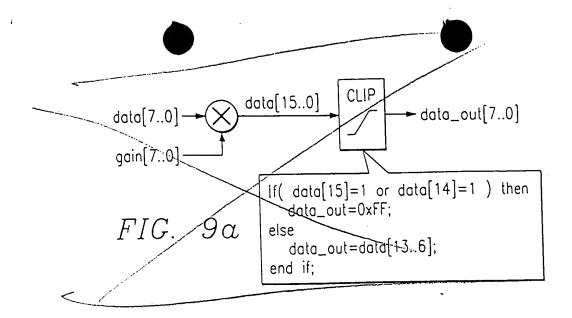
| R | G | R | G |
|---|---|---|---|
| G | В | G | В |
| R | G | R | G |
| G | В | G | В |
|   |   |   |   |

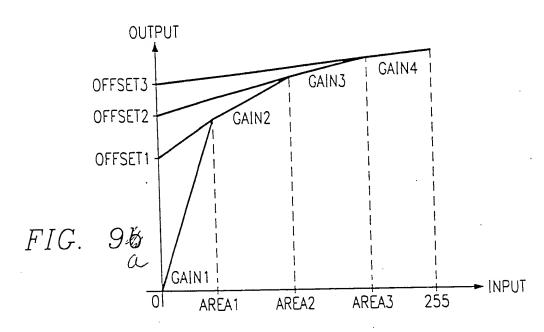
FIG. 7a

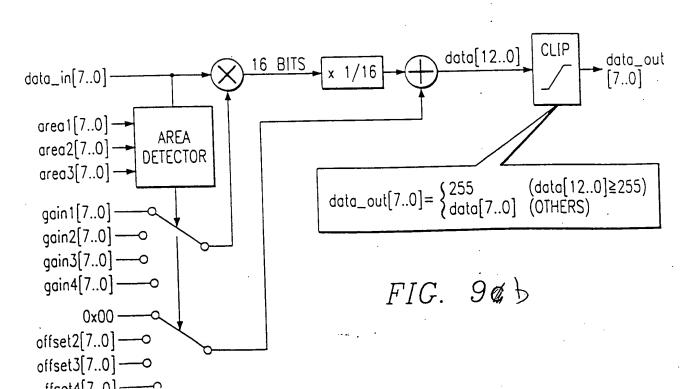
| Ye | Су | Ye | Су |
|----|----|----|----|
| G  | Mg | G  | Mg |
| Ye | Су | Ye | Су |
| G  | Mg | G  | Мд |

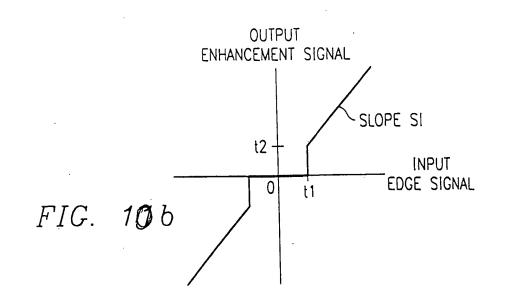
FIG. 7b

```
If (N[17]=1 \text{ or } N[16]=1 \text{ or } N[15]=1) then
      If (N[17]=1 \text{ or } N[16]=1) then
                                               OUT(7..0)=0xFF;
         OUT[9..0]=0x3FF;
                                            else
       else
                                               OUT[7..0] = IN[14..7];
         OUT[9..0]=IN[15..6];
                                             end if:
       end if;
   data[9..0]
                                                                            CLIP
                             CLIP
                                                                                      data_out
                                                                 18 BITS
                                                  18 BITS
                                    10 BITS
                  18 BITS
                                                                                      [7..0]
                                                   0x00010
PVGAIN[7..0]
                    gain1[7..0] ---
                                                white_balance_gain[7..0]
                    gain2[7..0] —
                    gain3[7..0] —
                     gain4[7..0] ——
                                                 FIG. 8
              gain_selector_sw
```









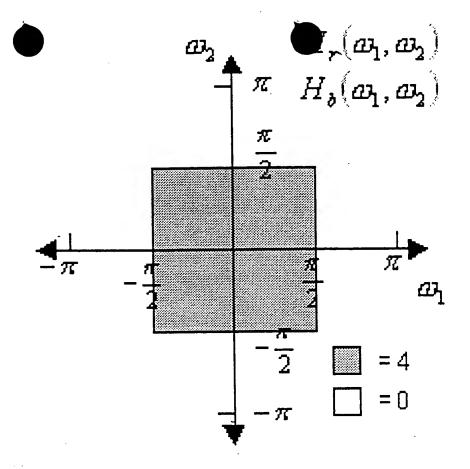
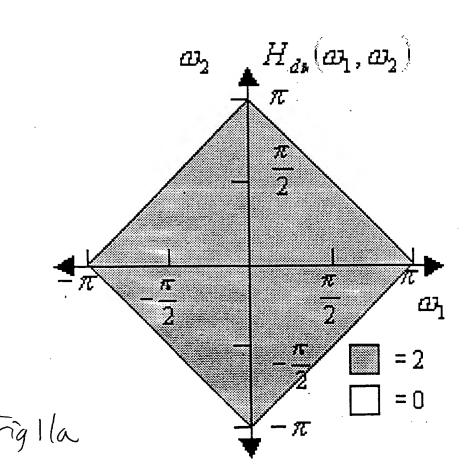


Fig.11b

(a) Ideal red/blue interpolation filter.



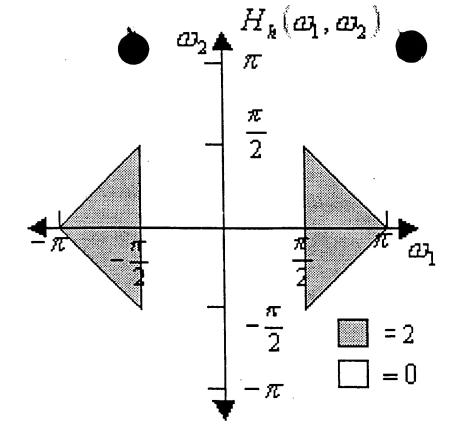


Fig. 11c
(a) Ideal horizontal high-pass filter.

